## Application or Docket Number PATENT APPLICATION FEE DETERMINATION RECORD SHO -0048 Effective October 1, 2003 **CLAIMS AS FILED - PART I SMALL ENTITY** OTHER THAN TYPE (Column 2) SMALL ENTITY (Column 1) OR TOTAL CLAIMS RATE FEE RATE FEE OR BASIC FEE BASIC FEE 385.00 770.00 **FOR** NUMBER FILED NUMBER EXTRA TOTAL CHARGEABLE CLAIMS minus 20= X\$ 9= X\$18= OR INDEPENDENT CLAIMS minus 3 =X43= X86= OR MULTIPLE DEPENDENT CLAIM PRESENT +290= +145= OR \* If the difference in column 1 is less than zero, enter "0" in column 2 TOTAL OR TOTAL 770 CLAIMS AS AMENDED - PART II **OTHER THAN SMALL ENTITY** OR **SMALL ENTITY** (Column 1) (Column 2) (Column 3) CLAIMS HIGHEST ADDI-ADDI-⋖ REMAINING NUMBER **PRESENT** TIONAL RATE TIONAL RATE **AMENDMENT PREVIOUSLY EXTRA AFTER** FEE FEE AMENDMENT PAID FOR Total Minus = X\$ 9= X\$18= OR Independent Minus X86= X43= OR FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM +290= +145= OR TOTAL TOTAL OR ADDIT. FEE ADDIT, FEE (Column 1) (Column 2) (Column 3) CLAIMS HIGHEST ADDI-ADDI-Ω REMAINING NUMBER **PRESENT** RATE TIONAL RATE TIONAL **PREVIOUSLY AFTER AMENDMENT FXTRA FEE** FEE **AMENDMENT** PAID FOR Total Minus X\$18= X\$ 9= OR Independent Minus X86= X43 =OR FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM +290= +145= OR TOTAL TOTAL OR ADDIT, FEE ADDIT, FEE (Column 1) (Column 2) (Column 3) **CLAIMS** HIGHEST ADDI-ADDI-NUMBER REMAINING PRESENT TIONAL RATE TIONAL **RATE AMENDMENT** PREVIOUSLY **AFTER EXTRA AMENDMENT** PAID FOR FEE FEE **Total** Minus X\$18= \*\* X\$ 9= OR Minus Independent X43 =X86= OR FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM +290= +145= OR \* If the entry in column 1 is less than the entry in column 2, write "0" in column 3. TOTAL TOTAL \*\* If the "Highest Number Previously Paid For" IN THIS SPACE is less than 20, enter "20." ADDIT. FEE ADDIT. FEE

\*\*\*If the "Highest Number Previously Paid For" IN THIS SPACE is less than 3, enter "3."

The "Highest Number Previously Paid For" (Total or Independent) is the highest number found in the appropriate box in column 1.